

MANDY WONG

Creative artist and game developer looking for a full-time position.

- Programming languages: Javascript, HTML, CSS, C#, C++
- Tools: Krita, Visual Studio Code, Visual Studio 2022, Unity, Unreal Engine, Github, Adobe Photoshop CC

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Graduation Spring 2023

Bachelor of Science in Game Design and Development

GPA: 3.66

Minor in Digital Literatures and Comparative Media

Magna cum laude

- Dean's List all semesters 2017-2022

PROJECTS

Leap of Faith – Tabletop Game

February 2022 – March 2023

Game Designer

- Collaborated with 4 other people to come up with core mechanics and gameplay loops to set the foundation of the game
- Rapid prototyping to facilitate playtesting at the beginning stages of the game to better gain player insight and feedback
- Continued adjustment of card effects and game mechanics to ensure player satisfaction from effect combinations
- Maintained social media and Discord communications regarding the game's marketing and outreach

Web Developer

- Used Figma to design the layout, UI, and flow of the webpages
- Implemented website content in HTML, then styled it to the design using CSS and Bootstrap

Artist

- Made 30+ illustrations for front and back card art based on printing specifications using Krita
- Designed layouts for components to facilitate player experience, intuitiveness, and readability
- Designed graphics for icons used across game components

One Brain Cell – Tabletop Game

March 2023

Game Designer

- Designed core mechanics and gameplay within game jam restrictions
- Developed a prototype in Tabletop Playground after multiple iterations within a 2 week time frame
- Conducted playtests to collect player feedback to improve gameplay loop

Tavern Taps – Mobile Game

September - December 2021

Artist

- Illustrated all assets including backgrounds and spritesheets using Krita
- Designed UI elements and layouts for a mobile game environment

Game Developer

- Worked with 3 teammates to decide on game theme, setting, and mechanics
- Presented results at major milestones throughout development
- Implemented UI elements and functionality in Unity

Audio Visualizer / Just Visuals and Audio – Web App and Game

February - March 2020

Web Developer

- Paired programming with another person in JavaScript, HTML, and CSS to create an audio visualizer web app
- Parse audio data and present it as visual effects using JavaScript and web APIs
- Implement settings and controls to provide varied user experiences

EXPERIENCE

RIT - School of Interactive Games and Media

January - May 2021

Artist for Changeling

- Joined 50+ multidisciplinary student team to develop Changeling, a VR game produced in Unreal 4 using different traditional art styles to reflect characters' personalities and feelings in their respective levels.
- Designed concept art and textures for 3D models in the father character's level while working closely with the development team.
- Created 2D assets based on objectives set by the web team.